

NINJA SCOOTER SIMULATOR

© PROBE SOFTWARE

THE GAME

Whizz through the night on your Dream Scooter, jumping and dodging the grates that could slow your progress, and also the holes and walls that'll slam you out. Use the ramps to make leaps and pull some rad Ninja stunts.

You gotta beat the clock to beat the rest, so don't hang around, Ninja Scooter's the best!

LOADING

AMSTRAD 464 OWNERS

1. Place the rewind cassette into the cassette unit and press PLAY.
2. Hold down CTRL and press the SMALL ENTER key.

AMSTRAD 664, 6128 and 464+DISK OWNERS.

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewind cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

Note: Full loading instructions can be found in your Amstrad Manual.


PLAYING THE GAME

One or two players may play Ninja Scooter Simulator. Keyboard controls are redefinable, otherwise a joystick may be used.

UP and DOWN controls move you across the pavement.

LEFT and RIGHT slow you down and speed you up.

Press FIRE to jump. When you hit a ramp, press FIRE in the air and RIGHT for a trick. The longer the stunt is held, the more points scored. Press FIRE in the air and LEFT for mid-air rotate. The more rotations, the more points you'll get. Land correctly or bust! Go for it! Wicked!

Two circular punch holes are visible on the page, one near the top center and one near the bottom center. They appear to be made of a light blue or white material, possibly paper or plastic, and are surrounded by a faint red or pinkish ring.

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If this program is faulty, or fails to load, please return it to the address below **CLEARLY MARKED 'RETURNS'** and it will be replaced free of charge. This offer does not affect your statutory consumer rights.

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* Correct at time of printing

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